BE WHAT YOU WANT: FEATS

New feats options for unused combat styles

This supplement includes the following feats: *Dagger Expert, Disabler, Impaler, Lasher, Rapid Thrower* and *Reactive Combat*

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Objective

It's common in most tables the lack of diversity in the weapon of choice by players. This resource brings new feats options to help and incentive the use of less common weapons like Dagger, Flail, Lance, Pike, Thrown Weapons, and more.

Feats

The following feats are added to the options available in PHB:

Dagger Expert

Prerequisite: Dexterity or Strength 13 or higher

You have trained the hidden blades at its maximum capacity. You gain the following benefits:

- When you engage in two-weapon fighting, you can add your ability modifier to the damage of the attacks you make with daggers.
- Your attacks made with Daggers score critical hit on a roll of 19-20. This benefit stacks with other effects that increase your critical range.
- When you score a critical hit with a light weapon, you may instead of rolling the critical damage die or dices, choose to inflict a bleeding effect to the target, where it takes 1d4 weapon damage at the start of its turn. The effect ends when the target receives healing or when it uses an action to make a DC 10 Medicine check.

Disabler

You are able to disrupt your enemies in the battlefield. You gain the following benefits:

- Once per turn, when you make an Attack Action and hit a creature with a melee attack, that creature has disadvantage on the next attack it makes until the end of its next turn.
- When wielding a martial weapon you may take a bonus action to make a melee attack with your weapon's pommel or back. If the attack hits, it deals no damage, but the next attack made against this target has advantage until the target's next turn.

Impaler

Prerequisite: Strength 13 or higher

You learn how to use your strength at maximum while using some weapons. You gain the following benefits:

- When making a melee weapon attack using Javelin, Spear, Lance, Pike or Trident that you are proficient with and using two hands, you can choose to take a -5 penalty to the attack roll to impale the target. On a hit, if the creature is not one size larger than you, it is grappled by your weapon. While grappling, you have advantage on attacks against that creature and you cannot attack other creatures with that weapon. The creature can end the grapple as if you were grappling, and it ends if you drop the weapon.
- When you hit a creature with a ranged weapon attack using a Spear or Trident that you are proficient with, the target is pushed up to 10ft. If it hits a wall, the creature is restrained. The target can use an action to release itself making a Strength check with DC 10 or half the damage, whichever is higher.

Lasher

You can control force the approach of your enemies using whip and flails. You gain the following benefits:

- Before you make a melee weapon attack with a whip you can choose to take a -5 penalty to the attack roll and increase your reach by 5 feet.
- A prone creature does not impose disadvantage when you attack it from more than 5 feet away.
- When you hit a creature with a whip or a flail, you may take a bonus action to force the creature to make a Strength Saving Throw with a DC equal to 8 + your proficiency bonus + your Dexterity or Strength modifier (your choice). On a failure, you may pull it up to 10 feet to your direction or knock it prone.

Rapid Thrower

You are trained to use thrown weapons and surprise your enemies, and gain the following benefits:

- If you have a thrown weapon stowed or stored, drawing it is part of ranged weapon attacks you make with it.
- Your reach with thrown weapons is doubled for ranged attacks.

- While you are wielding a weapon with thrown property, other creatures provoke an opportunity attack from you when they enter the short range of this weapon.
- Once on your turn, you have advantage on a ranged weapon attack roll you make with a thrown weapon if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

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Note of balance:
We thought that the use of the 4th
benefit of this feat in
combination with the 3rd benefit
of the feat Sharpshooter would be
overpowered. But after some
analyze we realize that the 3rd
benefit of Sharpshooter doesn't
work with Thrown Weapons (aside
Darts), because Thrown weapon is
considered a Melee Weapon, doesn't
matter if it's used to make a
ranged weapon attack.
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Reactive Combat

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You learned how to analyze the
battlefield and ready your actions
like no one does, and gain the
following benefits:
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- A readied action to make an attack roll does not consume your reaction.
- When a creature misses a melee attack on you, you may use your reaction to move up to half your speed. This movement does not provoke opportunity attacks against that creature.
- If you did not move on your turn, you may move up to half your speed as part of an action you Ready. You cannot benefit from this feature if movement is already the readied action.

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Our intention for future releases:
We will be publishing new feats,
archetypes, races, and anything we
see people can benefit on role
playing as the character they
want. We want to make it possible
to be whatever you want in the D&D
worlds you play and make
characters with out of the box
concepts mechanically attractive.
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If you have any concept ideas that
you would like to role play but
the core material doesn't
incentive, please post on the
comments section and we will
gladly review and support it with
new material.
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